Luca Mario Hohmann

Master student in Informatics: Games Engineering



Munich, Germany
 [™] 18th Dec 1998
 [®] business@lucahohmann.com
 Www.lucahohmann.com/ in luca-hohmann
 GilgusMaximus

EDUCATION

M.Sc. Informatics: Games Engineering

- · Specialization on Information Security and Computer Architecture
- · Current Grade: 1.3

B.Sc. Informatics: Games Engineering

- Final grade: 1.9
- · Thesis: "Classification of chronics wounds with Machine Learning"

EXPERIENCE

Student Assistant for E-Government and Online Platforms

- Chair for Information System, Technical University Munich
 ★ Oct 2020 March 2021
 ▼ Munich, Germany
- · Creation of E-Government lecture material
- · Proofreading chair's papers
- · Testing applicability of Data Mining tools

Student Assistant for Augmented Reality and Machine Learning

- 📕 Chair for Information System, Technical University Munich 🏻 🛗 Oct 2018 Sep 2020 👂 Munich, Germany
- · Development of HoloLens application for nurses
- · Development of Machine Learning based wound image classifier with Tensorflow and online image annotation tool
- · Proofreading chair's papers and books

Informatics intern

- · Accompany of company workers at customer IT infrastructure
- · Basic setup of routers for customers

VOLUNTARY EXPERIENCE

Minga mentor

- · Assistance in general and study related questions for incoming students before arrival and during stay at TUM in Munich

EVENT PARTICIPATION AND PROJECTS

DSC Munich Beginner CTF

27-29 Oct 2020 – 15th place of 77 with 14 of 20 challenges solved

hackaTUM 2019

22-24 Nov 2019 – Prototype for personalized and Al assisted code feedback suggestions

FreeTubeApp

Oct 2020-present, Co-Developer of FOSS desktop player for YouTube

Polarity mining of Stack-Overflow

Paper for the seminar "Data Analytics for Cybercrime and undesirable online behavior"

SKILLS

Java NodeJS Project Planning

Javascript Python Team Management

LANGUAGES

German English Finnish

Native speaker Fluent, C1 level Basic knowledge, A1.2 level